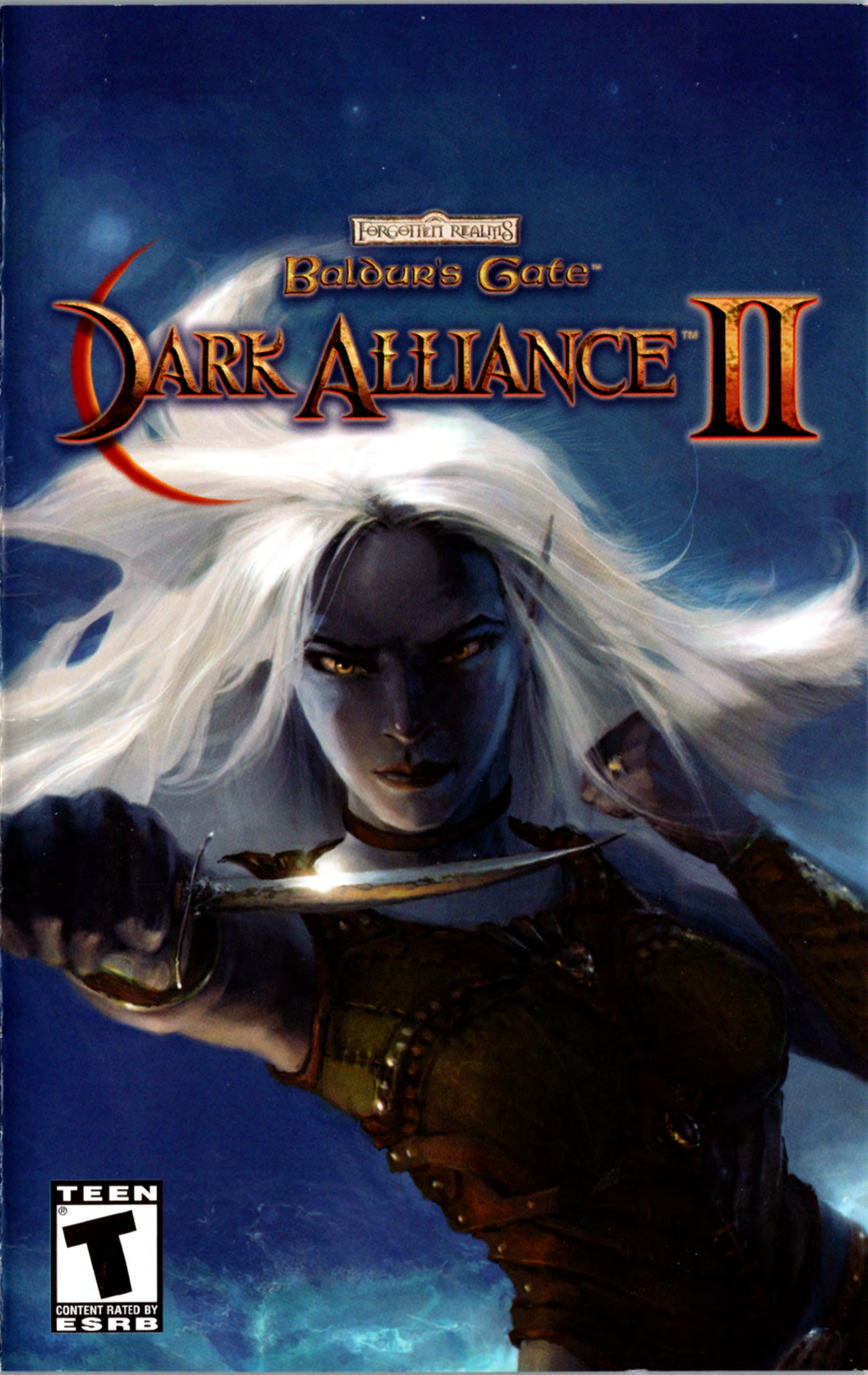
FORGOTTEN REALMS

# Baldur's Gate™

# DARK ALLIANCE™ II



TEEN

CONTENT RATED BY ESRB

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

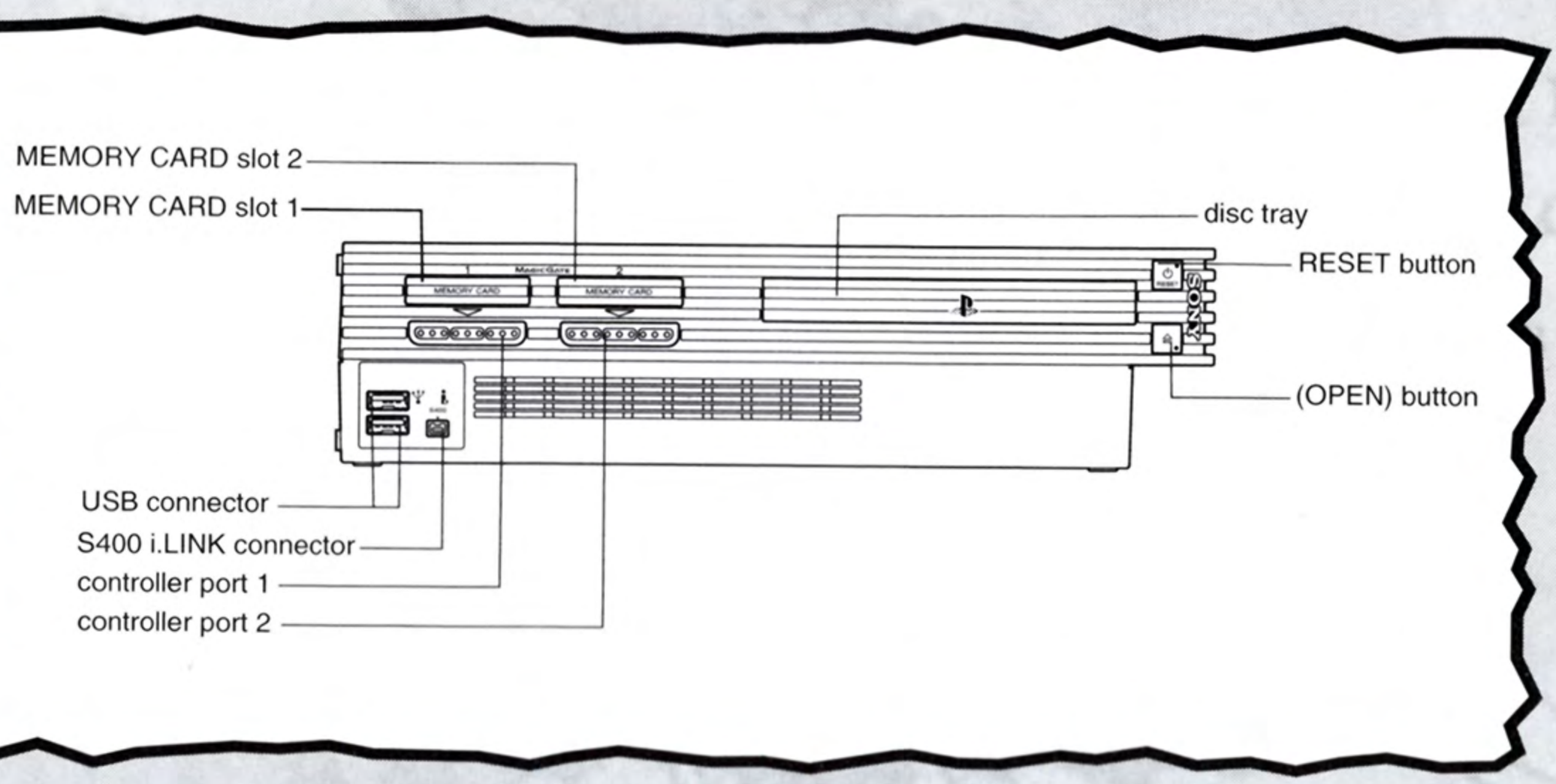
## HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not end it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edgesand keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS

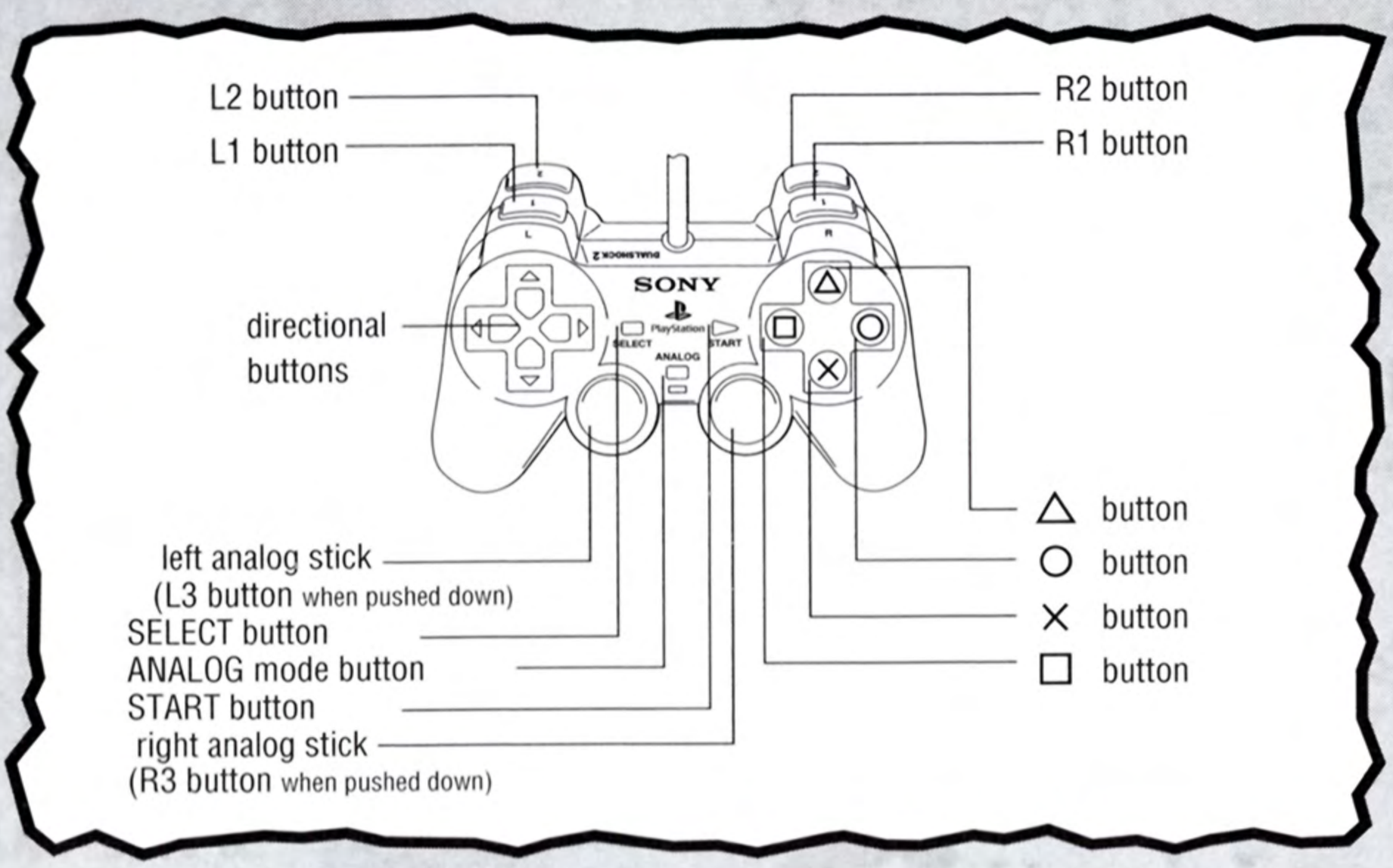

| | |
|---|---|
| GETTING STARTED | 2 |
| CONTROLLER LAYOUT | 3 |
| INTRODUCTION | 4 |
| WELCOME TO THE REALMS | 5 |
| HOW TO START THE GAME/MAIN MENU DESCRIPTION | 6 |
| HEROES OF BALDUR'S GATE | 7 |
| TRANSFERRING CHARACTERS FROM OTHER GAMES | 9 |
| OPTIONS MENU | 9 |
| LOADING AND SAVING | 10 |
| CONTROLLING YOUR CHARACTER | 10 |
| MAIN SCREEN | 15 |
| CHARACTER STATISTICS SCREEN | 17 |
| CHARACTER ABILITIES | 19 |
| COMBAT | 21 |
| SPOILS OF COMBAT | 24 |
| SHOPKEEPERS | 25 |
| WORKSHOPS | 26 |
| SPELLS AND FEATS | 31 |
| HINTS & TIPS | 39 |
| CREDITS | 40 |

# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Baldur's Gate™: Dark Alliance™ II disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# CONTROLLER LAYOUT




## DUALSHOCK®2 Analog Controller

**L1 button** Shift

**L2 button** Drink Rejuvenation Potion

**R1 button** Block (melee) or Aim (ranged)

**R2 button** Drink Health Potion

**R3 button** Reset Camera

**Directional button**

**Up/Down:** Toggle Spells & Feats List Up/Down

**Left:** Toggle between Automap modes

**Right:** Toggle between equipped one-handed, two-handed, and ranged weapons

**Left analog stick** Moves character

**Right analog stick** Adjust Camera

**SELECT button** Inventory/Level Up

**START button** Pause

**△ button** Jump (+ Shift: Set or Use Upper Feat/Spell)

**○ button** Cast Spell/Use Feat (+ Shift: Set or Use Right Feat/Spell)

**× button** Attack (+ Shift: Set or Use Lower Feat/Spell)

**□ button** Action (+ Shift: Set or Use Left Feat/Spell)

# INTRODUCTION

"You know of Eldrith the Betrayer, yes? Of how the shadow of her black tower fell across the city of Baldur's Gate, and terrible armies gathered beneath her cursed banner? Then surely you recall that three adventurers heeded the city's cry for aid and fought back the tide of blood and chaos. Eldrith's dark alliance was defeated, surely, but at what cost? What has become of that noble band? For I tell you, Baldur's Gate is plagued by evil once more, and in dire need of heroes strong and bold..."

Darkness gathers yet again in the sprawling port city of Baldur's Gate. Bloodthirsty brigands stalk its trade roads, a secret society of heartless assassins dominates its criminal underworld, shambling horrors abduct citizens on moonless nights and drag them screaming into the darkness, and the city's most recent saviors vanished along with the Onyx Tower, foul bastion of Eldrith the Betrayer.

And so, in heroic tradition, adventurers throughout the Western Heartlands make the journey to Baldur's Gate to meet their great and unknown fate. The threat of Eldrith has been eliminated, yet sinister, enigmatic forces still rally against the city—and this time, their machinations are far more subtle, tangled, and insidious. There are many intrigues to unravel, enemies to defeat, and characters to meet—both old and new—before Baldur's Gate is saved from a fate far worse than utter destruction.

# WELCOME TO THE REALMS

If this is your first foray into the fantastic world of the FORGOTTEN REALMS™ campaign setting, then welcome. Black Isle Studios is pleased to bring you Baldur's Gate™: Dark Alliance™ II, second in its series of Dungeons and Dragons® games on the PlayStation®2. The challenges in the game are great, but so are the rewards, and many hours of challenging gameplay await you and your friends.

If you have played the first Baldur's Gate: Dark Alliance, or any of the Baldur's Gate games for the PC (Baldur's Gate, Tales of the Sword Coast, Baldur's Gate 2: Shadows of Amn, and The Throne of Bhaal), then you are no stranger to the Forgotten Realms. Black Isle Studios brings you another title set in the Forgotten Realms, an action/role-playing experience you may undertake either alone or with your friends. Baldur's Gate: Dark Alliance II is an epic that puts the fate of the Forgotten Realms into your hands. Countless lives depend on you, and it will only be through your blood and perseverance that Baldur's Gate—and all the Realms—may be saved.

Welcome to Baldur's Gate: Dark Alliance II.

# BALDUR'S GATE

Baldur's Gate: Dark Alliance II takes place in the world of Abeir-Toril (The phrase "Abeir-Toril" means "cradle of life"—the world is most often known by its shortened name, "Toril"). Your exploits in Dark Alliance II will be centered around the Western Heartlands and Baldur's Gate, a great port city upon the winding Chionthar River.

Your adventures will run through spectacular environments such as a ruined dwarven city beneath the earth, the labyrinthine, abomination-filled manor of an insane alchemist, the shadowy, unholy keep of a vampire lord built upon the Battle of Bones, even the bizarre unreality of other planes of existence. And with each quest completed, each battle won, you come one step closer to unmasking the true villain and his awe-inspiring plot: a heart-stopping twist that sets into motion what may be the age's greatest disaster.

Are you ready to save the 40,000 citizens of Baldur's Gate?

*Let the adventure begin!*

# HOW TO START THE GAME/ MAIN MENU DESCRIPTION

The opening movies can be skipped by pressing the **START** button or the ⊗ button on the controller.

## *MAIN MENU*

On the opening menu, you will be presented with four options:

### *Start New Game*

Select this option when you are ready to begin playing. When selected, you will be asked to choose either a one-player or two-player game; if you are interested in transferring a character from another game into your game, jump ahead to "Transferring Characters from Other Games."

Once you have selected a new game, you have an option to select the game difficulty: Easy, Normal, or Hard. Play on Easy if you're just getting your bearings; Hard if you're looking for a challenging experience.

After selecting the difficulty level, you (and the second player if you are playing with someone else) will be taken to the Character Selection Screen. Use the directional buttons to cycle through your five choices: **Allessia** the Cleric of Helm, **Borador** the Dwarven Rogue, **Dorn** the Barbarian, **Vhaidra** the Drow Monk, and **Ysuran** the Elven Necromancer. A small icon will appear above each character as you cycle through the choices.

The advantages and disadvantages of each choice are listed under "Heroes of Baldur's Gate," below.

### *Load Saved Game*

This option will allow you to load a previously saved Baldur's Gate: Dark Alliance II game from your memory card (8 MB) (for PlayStation®2).

### *Options*

Select this option if you want to customize your controller's configuration, adjust sound options, and other game options.

### *Credits*

Selecting this option will allow you to see the creators and contributors to Baldur's Gate: Dark Alliance II.

Press the ⊗ button to select an option, and the ◎ button to go back.

# HEROES OF BALDUR'S GATE

Before you can begin playing Baldur's Gate: Dark Alliance II, you'll need to choose which character you want to play. You'll be able to choose from five characters: Allessia, the Cleric of Helm, Borador, the Dwarven Rogue, Dorn, the Barbarian, Vhaidra, the Drow Monk, and Ysuran, the Elven Wizard.

**Allessia Faithhammer, the Cleric of Helm**

Allessia is a cleric of Helm, the Watcher, the Vigilant One, deity of guardians and protectors. She adventures for the cause of Good, in support of the church of Helm, and in defense of the Innocent, to whom she feels a divine duty to protect. She heard of the troubles in Baldur's Gate when a letter from Huros, her old mentor, arrived at her home in Secomber.

Allessia is powerful in melee combat, can wear any armor, and can learn many defensive and bolstering spells.

**Borador "Goldhand"**

Borador is a treasure-hunter, a particularly tough breed of rogue who adventures for the singular purpose of looting otherwise unclaimed wealth from ruins, monster lairs, and other extremely dangerous places. Foul-mouthed, greedy, and taciturn, Borador refuses to speak of his past, and his clan-name is a closely-guarded secret. He has, however, been given the moniker "Goldhand" for his legendary avarice.

Borador is a decent combatant who excels with a crossbow and has numerous "treasure-hunting" abilities that allow him to foil traps and collect extra loot from monsters and chests. Like many dwarves, he also has a penchant for explosives. He cannot wear a shield or medium or heavy armor without training.

**Dorn Redbear**

Dorn is a massive, carousing, thrill-seeking barbarian from one of the many tribes that roams the plains of the Western Heartlands. He adventures for the glory and sheer thrill of it, hoping to drink as much liquor and love as many women as he can in the process. Dorn is an exceptional melee combatant who earns many powerful special attacks. As a barbarian, he is fleet of foot and able to go berserk in battle, but cannot wear heavy armor without training.

**Vhaidra Uoswiir**

Vhaidra fled Menzoberranzan when her family fell under attack by a coalition of other noble houses. Driven by a cruel mixture of rigid honor and seething hatred, Vhaidra now adventures to hone her already deadly martial skills—all in preparation for her triumphant and bloody return. Her half-sister Ulua awaits her arrival in Baldur's Gate; Vhaidra intends to use the troubles there for her own benefit. As a monk, Vhaidra is a quick, hard-hitting combatant who can learn a wide variety of special attacks and abilities. She cannot wear a shield or medium or heavy armor without training, and cannot use great weapons.

**Ysuran Auondril**

The brooding, mysterious Ysuran has few memories to speak of—stumbling into the Graycloak Hills and being wordlessly turned away by his moon elf kin there—carrying a black tome, presumably his, from which he learned his name and trade: necromancer, a wizard specializing in the dark art of death magic. Wandering in search of his identity, Ysuran finds himself strangely compelled to aid those he comes across. While traveling to Baldur's Gate to seek answers from the well-known sage Omduil, he hears of the troubles plaguing the great port city.

Ysuran is a potent spell-caster who, despite his poor physical combat ability, can grow to become awesomely powerful. As a necromancer who has chosen evocation as his school of opposition, he is very skilled with spells that create, modify, or destroy life force, but cannot use spells such as fireball or lightning bolt. He cannot wear any armor without training or wield great weapons or bows.

Baldur's Gate: Dark Alliance II also supports two-player cooperative play, so you and a friend may choose different characters and share the adventure together.

# TRANSFERRING CHARACTERS FROM OTHER GAMES.

If you have a pre-existing character from another Baldur's Gate: Dark Alliance II game, you don't need to start a game over with a new character. You can simply import your current character from another game, provided you have a Memory Card with a saved game containing your character on it. To do this, you'll need to select "Change Players" from the In-Game Pause Menu.

## *OPTIONS MENU*

Move up and down the Options menu by pressing up and down on the directional button.

### *Music*

When highlighted, you can press left and right on the directional button to adjust the music volume in the game.

### *SFX*

When highlighted, you can press left and right on the directional button to adjust the sound effects volume in the game.

### *Vibration*

Certain events within the game will cause the controller to vibrate. This can be switched on or off, depending on your preference.

### *Controls*

This selection takes you to the Controller Configuration screen, where you can choose a configuration that best suits your style of game play.

### *Stereo*

This option allows you to choose whether you want stereo sound or monaural (for single speaker televisions).

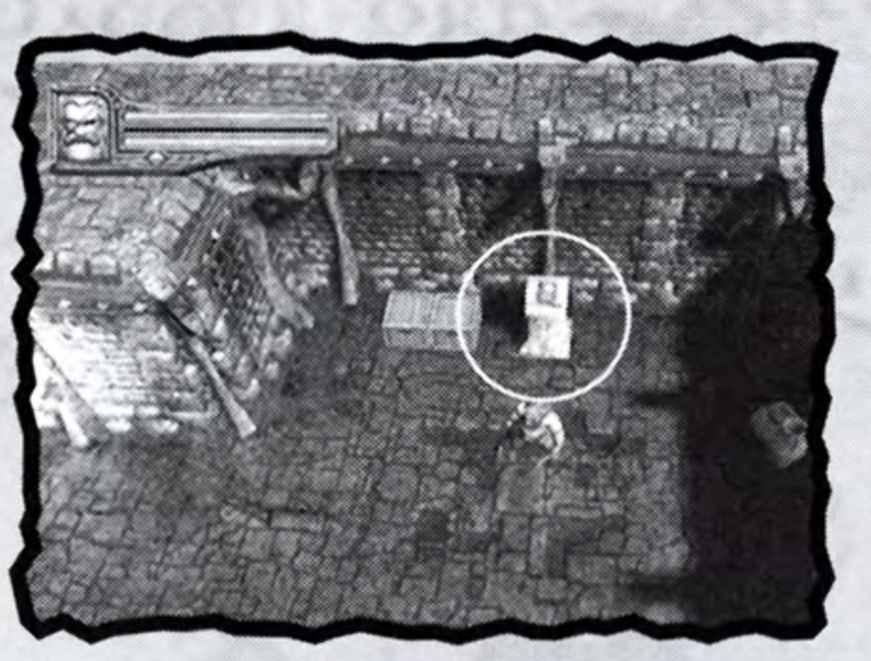
### *Dialog Text*

When this is off, you will not see the text spoken by characters you speak to in the game (although you will see your own responses). When Dialog Text is on, characters' speech will be displayed at the bottom of the screen as they are speaking.

### *Damage Text*

When this is on, you will see the number of hit points of damage you cause stream off a target when you hit. The number is colored yellow when you score a critical hit, red when the target is resisting some of the damage, blue when the target is vulnerable and takes extra damage, or green when the target is actually receiving Hit Points (being healed). Damage Text defaults to off.

# LOADING AND SAVING



To save, you'll need to find a safe location in the game to record your progress. These save points are indicated on the maps by pedestals with books on them (as shown on the left).

When you reach one of these points, you can save your game by pressing the action button (□ by default).

# CONTROLLING YOUR CHARACTER

Once in the game world, you'll need to know the basics of moving around, attacking, jumping, and casting spells. Provided here is a list of all the actions your character can perform using the controller:

**Moving Around:** To move around, use the left analog stick and move it in the direction you want your character to walk.

**Attacking:** To attack a creature with a bow or melee weapon, press the ✕ button.

**Aiming:** Although Baldur's Gate: Dark Alliance II has a new fire control system that helps your character use ranged weapons more effectively, manually aiming is still sometimes useful; for example, you may want to "lead" a target by firing ahead of it. When you are using a ranged weapon, you can hold down the R1button and rotate while standing in place by using the left analog stick. This allows you to aim before attacking. To fire or throw while aiming, simply press the ✕ button as normal, and the projectile will be launched. Aiming does not allow you to automatically hit an opponent, but it can make your life much easier.

**Jumping:** During your travels, your character may need to jump over certain obstacles in their path. To do this, press the △ button.

**Using Spells and Feats:** Spells and feats are special abilities your character will have access to over the course of the game. To cast spells or use a feat, press the ○ button, and your character will use your currently selected feat or spell (for information on how to change your currently-armed spell or feat, see "Selecting Spells and Feats" below).

You can also use the new Shift system to quickly use one of four Shift Slot spells or feats. Press and hold the L1 button to bring up the four Shift Slots. The feats or spells in these Shift Slots are then activated by pressing the corresponding △, ○, ✕, or □ button (for information on how to select your Shift Slot spells and feats, see "Selecting Spells and Feats" below).

You cannot cast spells in towns or other "safe" areas in the game, and some spells and feats require that you have a certain amount of Magic Energy in order to use them (see more about Magic Energy, below).

**Action:** The □ button allows you to perform almost any other action other than jumping, casting spells, or attacking. Press this button to speak to people in the game, open doors, chests, pull levers, pick up items on the floor, or save your game at save pedestals. In addition, you may occasionally find secret doors or hidden entrances where there is no on-screen indication of the portal; the □ button opens these, as well.

**Selecting Spells and Feats:** Your character is likely to gather multiple spells and feats over the course of the game, and you'll need to choose different ones in different situations. To change your currently-selected spell or feat, press up or down on the directional button to scroll up or down through your list of spells and feats. (This list will appear in the lower left hand corner.)

You can also use the new Shift system to set up to four different Shift Slot spells and feats. Hold down the L1 button to bring up the Shift Slots, and press up or down on the directional button to bring up the list of available spells and feats; you can continue to press up or down once the list appears to select a specific spell or feat. To assign the currently selected spell or feat to a Shift Slot, press the corresponding button (△, ○, ×, or □) while the list is still displayed.

**Switching Weapons:** There may be circumstances where you want to switch between your melee weapon(s) and your ranged weapons quickly. To do this, press right on the directional button, and your character will switch weapon categories: one-handed, two-handed, and ranged. Note that you need to have these weapons equipped in your inventory before you can toggle between them.

**Blocking:** Holding down the R1 button—will deflect most incoming projectiles or melee attacks, though it is not proof against every attack. You can block with a shield or any weapon, but only a shield or second weapon will allow you to keep the block up indefinitely; if you block with a single weapon, the block will only last for a short period of time (however, note that Vhaidra, as a monk, can block weapons with her bare hands!). You cannot block if you are wielding a ranged weapon.

**Healing:** Pressing the R2 button will cause your character to drink one of the healing potions in your inventory, replenishing some of your hit points.

**Rejuvenation:** Pressing the L2 button will cause your character to drink one of the rejuvenation potions in your inventory, replenishing some of your Magic Energy.

**Camera Adjustments:** Sometimes you may want a better angle to see down a corridor or beneath a wall; to rotate the game camera, rotate the right analog stick until the camera is at the angle you want. If at any time you need to reset the camera back to its original position, press the R3 button, and the camera will reset. In addition to rotating the camera, you can also zoom the camera in just a bit to see the action up close. To zoom the camera in, move the right analog stick up; simply move the right analog stick down to reset the camera back to its original position.

**Breaking Items:** Many items, such as vases, crates, and barrels, can be broken open by attacking them (pressing the ⊗ button). Sometimes these breakable items will have treasure inside. Be careful when attacking barrels, however, as some of them will explode when struck.

**Pushing Items:** Pushing items is done by moving your character into an object. Objects that can be pushed will be pushed in the direction your character is walking.

### *Pause Menu*

You can access an options menu within the game itself by pressing the START button. The game is paused while this screen is up. On this screen are the following options:

#### *Return to Game*

When this option is selected, it will return you to the game.

#### *Load Game*

This will allow you to quit the game you are currently playing and load a previously saved Baldur's Gate: Dark Alliance II game.

#### *Recall*

Selecting this option will cause your character to drink a recall potion, provided you currently have one in your inventory. A recall potion will return you to the nearest safe location in the area. Generally, recall will take you back to the city of Baldur's Gate. It is useful when you don't want to have to trek all the way back up to the surface to sell your loot or stock up on weaponry.

#### *Options*

When this option is selected, it brings up the Options Menu. This allows you to adjust the brightness, music volume, sound effects volume, change the controller configuration, toggle the controller vibration on and off (when vibration is on, your controller will vibrate when you are badly wounded), toggle stereo sound, toggle dialog and subtitles, toggle the in-game damage text, and toggle automap.

***Automap***

Activating the automap will cause a map of the level you are currently in to appear on the screen; you can choose to display either a large or a small version of it. Your character's position is shown by a yellow arrow. The four cardinal directions, save points, and large bodies of water will appear on your automap as well, which can be very helpful when navigating through some levels. Note that you can also activate the automap by pressing left on the directional button.

***Change Players***

This function allows you to:

**1.** Import a character from another save game.

**2.** If a DUALSHOCK®2 analog controller is present in controller port 2, you are able to import or add a new character to play as player 2.

**3.** If the current game is a two-player game, you may delete player 1 or player 2, converting the two player game to a single player game.

Note that when two players are present, you may not import or add a player race that is being used by the other player.

The first screen you see will shows the characters that are currently being played in the game. If you have two DUALSHOCK®2 analog controllers present, player 1 will be able to select either player slot by using the directional button or left analog stick. Several options are possible at this point:

**New:** This option will replace the selected player slot with a new character of your choice. In a two player game you cannot choose the character of the other player present. This option is only available if there are DUALSHOCK®2 analog controllers in both controller ports.

**Import:** This will lead you to several prompts for finding and retrieving a character from a previously saved game. Note that you may transfer a character from a two player save game, provided that the character is not currently being used by the other player.

**Accept:** If you have made any changes, then the level will re-load with the new player selections present.

**Delete:** This function allows you to delete one of the players. This function is present only when two players are present.

The import option will bring up the save game browser and prompt you to select a save game. Once selected, the contents of the save game are displayed, giving information on the players present, including their experience, level, health, and gold. The player can back up to the browser if a different save game is desired.

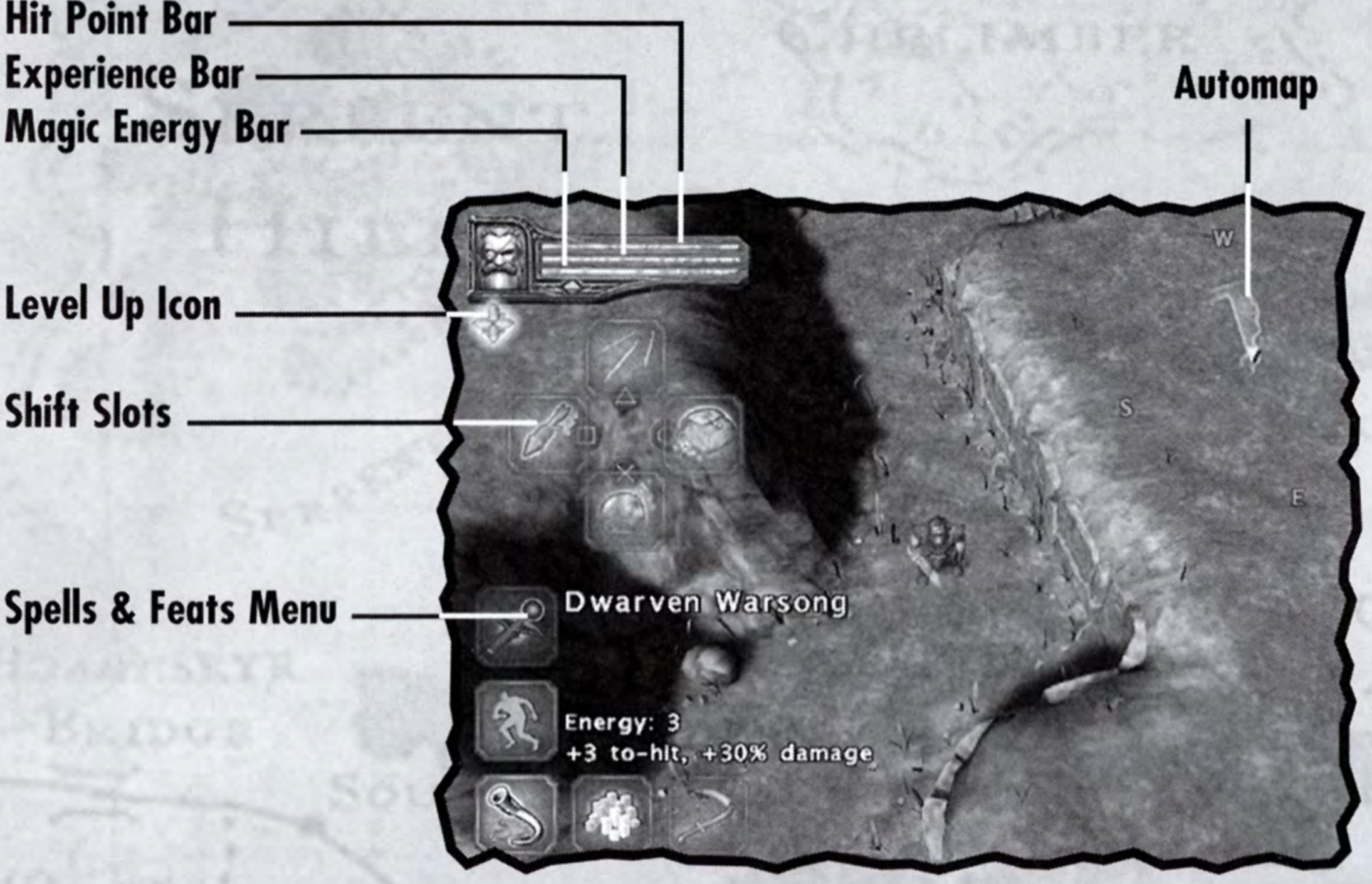
Once you have imported/deleted/changed the player line up, select the "Accept" function and the game will re-load the level and reflect the changes. If no changes have been made, "Accept" returns you immediately to the game.

***Exit to Menu***

This option takes you back to the Dark Alliance II main menu, allowing you to start a brand new game or load a previous save game.

**Character Statistics Screen:** To view your character's statistics, items, gold, and other information, press the SELECT button. This will take you to the Character Statistics Screen.

# MAIN SCREEN




There are three main bars on the upper left corner of the main game screen. These bars represent your hit points, the amount of experience points to reach the next level, and the amount of Magic Energy your character currently possesses.

**Hit Points Bar:** Hit Points (hp) are a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, he or she is dead. Hit Points for your character are represented by the red bar on the upper left corner of the main game screen.

Hit Points can be restored via healing potions, and will also regenerate over time. A high Constitution (see Character Abilities) allows you to regenerate hit points faster than normal.

**Experience Bar:** The green bar represents how many experience points you need to reach the next level of experience. This bar will fill up the closer you are to the next level. When you have enough experience points, the level up icon will appear:

This alerts you that you are ready to advance to the next level.
Press the SELECT button to level up.

**Magic Energy Bar:** Magic Energy (ME) is a measure of how much energy a character has to cast spells and perform some divine or arcane magic-dependent feats. When a character has no Magic Energy, he or she will be unable to cast spells or use any feats that require them.

Magic Energy can be restored via rejuvenation potions, and will also regenerate over time. A high Intelligence will allow you to recover Magic Energy faster than normal.

There may be instances where certain icons appear beneath your health and Magic Energy bars:

***No Rotation***
This icon looks like an eyeball with a slash through it. It appears if you try to rotate the camera on a level that doesn't allow it, or if you are at the edge of some maps.

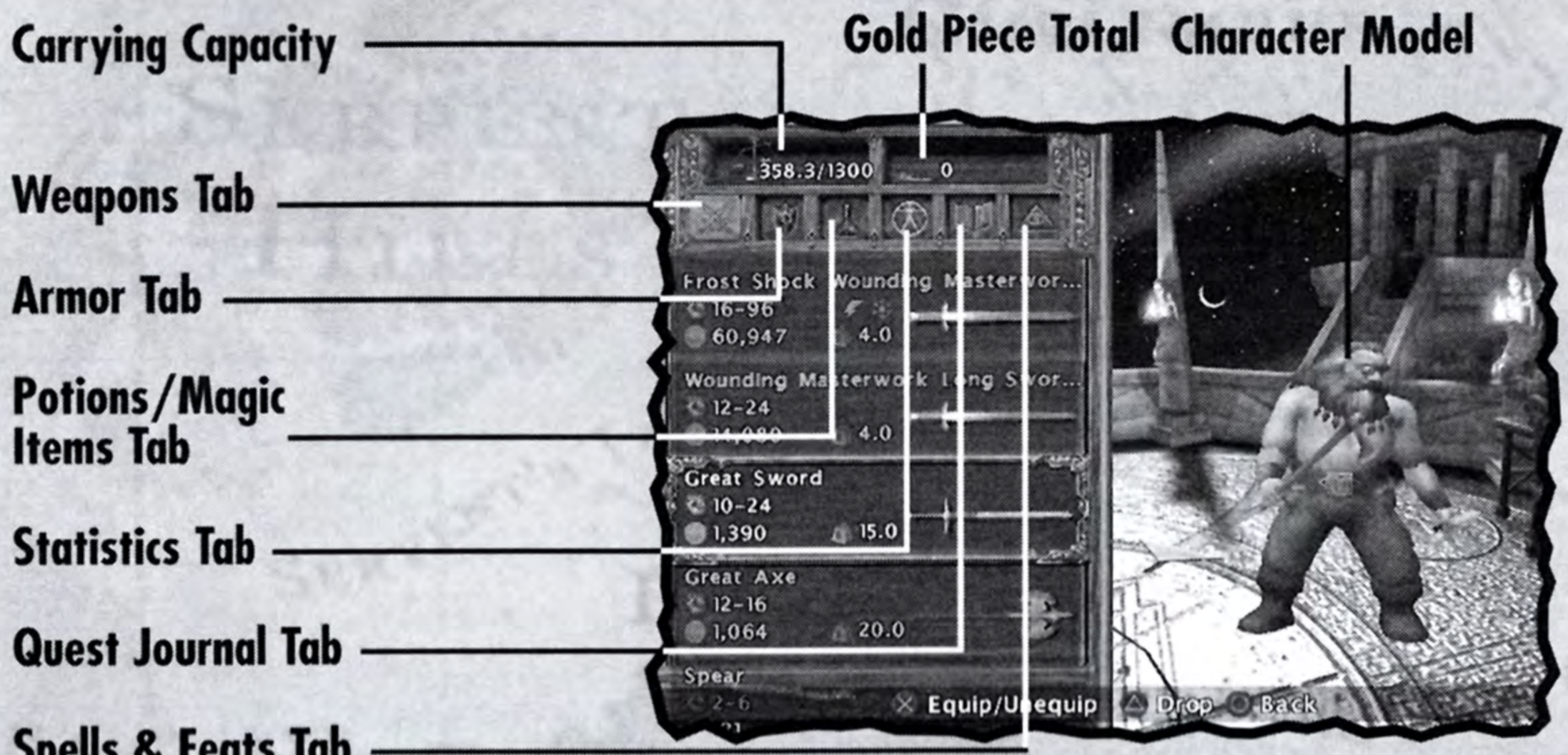
***No Health Potions***
This icon will appear when you are trying to drink a healing potion but you are out of them.

***No Rejuvenation Potions***
This icon will appear when you are trying to drink a rejuvenation potion but you are out of them.

***Looting***
To gather any gold your enemies have dropped, simply walk over the gold where it lays on the floor, and your character will automatically pick it up.

To pick up weapons, armor, and potions, or to open a chest, you'll need to press the □ button. If picking up an item would raise your character's carrying capacity above 100%, then your character will be unable to pick up the item until he lightens his load, either by dropping or selling excess items.

# CHARACTER STATISTICS SCREEN




When you press the SELECT button while playing, you'll be taken to the Character Statistics Screen. This screen contains the following information:

***Carrying Capacity:*** This lists the percentage of the character's total carrying capacity that is currently being used. The number on the left is your current weight in pounds, the number on the right is your total carrying weight. You cannot carry more than your total carrying capacity. You must either drop or sell something first in order to make room for new items.

***Gold Piece Total:*** This is the total number of gold pieces your character has.

***Weapons Tab:*** When this tab is selected, you will be presented with a list on the left portion of the screen that shows all the weapons your character currently carries; the weapons you currently have equipped are shown in green, blue, or yellow, depending on the weapon type. Items that your character cannot use are shown in red. Details for each weapon are included in their own individual box, including the name of the item, a small icon of the item, its value, its weight, and the amount (and type) of damage it does. You may have to experiment with some items in the game to discover the extent of their powers.

To equip a new weapon or unequip an old one, press the ⊗ button while the item is selected. To equip or unequip a second weapon in your off-hand, press the L1 button while the item is selected.

To drop a weapon, press the △ button while the weapon is selected. You may need to do this to make room for new items you find during your travels.

When you equip or unequip a new weapon, the change will be reflected in the character model on the right-side of the screen.

You may only have one ranged, one one-handed melee weapon (whether alone or with a shield or off-hand weapon), and one two-handed melee weapon equipped at a time.

### *Armor Tab*

Similar in layout to the weapons tab, this window shows you all the armor your character is carrying; currently equipped armor is shown in green. Characters are allowed to wear shields, helmets, chest armor, gloves/bracers, leggings, and boots. Equipping, unequipping, and dropping armor is done exactly the same as it is on the weapons tab.

### *Potions/Magic Items Tab*

This tab lists all the potions and magic items your character is carrying. Potential potions include:

### *Healing Potions*

These potions can heal damage your character has taken. They come in many varieties, each of which heals a different amount of damage to your character.

### *Rejuvenation Potions*

These potions can restore Magic Energy that your character has lost.

### *Recall Potions*

These potions can teleport your character to the nearest safe area (which may be many maps away from your current location). Recall potions are useful for when you need to return to a safe area to sell some equipment that's loading you down, or restock on potions or new weapons and armor.

Recall potions are used by pressing the START button while in the game. Using a Recall Potion is one of the options presented on the in-game menu.

Using Recall again will return you to the previous location you were at, provided you don't leave the area to which you've been recalled. This allows you to jump to Baldur's Gate with a recall potion, then use the same potion again to return to the point in the dungeon you just left, provided you don't walk out of Baldur's Gate before you use the Recall potion again.

***Statistics Tab***
This tab lists all of your character's abilities, which are described in the "Character Abilities" section. Refer to that section for details.

***Quest Journal Tab***
This tab lists your character's current quests.

***Spells & Feats Tab***
This tab lists your character's spells, feats, and their ranks.

# CHARACTER ABILITIES

There are a number of abilities that define your character:

***Strength:*** Strength measures your character's physical power. Characters with a high Strength have a better chance to hit opponents in melee combat, do more damage when they hit, and can carry more weight than weaker characters.

***Dexterity:*** Dexterity measures your character's hand-eye coordination, agility, reflexes, and balance. Characters with a high Dexterity have a better chance to hit opponents and inflict more damage with ranged weapons and have a better Armor Class (See Armor).

***Constitution:*** Constitution represents your character's health and stamina. A high Constitution means your character will have more hit points and a faster hit point regeneration rate.

***Intelligence:*** Intelligence determines how well your character learns and reasons. The higher your character's Intelligence, the faster your Magic Energy regenerates, the more Magic Energy you gain each time you advance a level, and the more damage your spells inflict.

***Wisdom:*** Wisdom describes your character's willpower, common sense, perception and intuition. The higher your character's Wisdom, the more experience points your character will gain when he or she kills monsters or accomplishes quests.

***Charisma:*** Charisma measures a character's force of personality, persuasiveness, personal magnetism, and physical attractiveness. The higher your character's Charisma, the less trouble he or she will have buying and selling items at the local store. In fact, your character may find the prices quite reasonable indeed.

Note that as you gain levels, you will gain points to spend on increasing your abilities. Every four levels you attain gives you one point you can spend to increase an ability of your choice (you get one point at 4th level, another at 8th, the third at 12th, and so on).

## *SECONDARY STATISTICS*

***Experience:*** This is the total number of experience points your character has. Your character gains experience points both by completing quests and killing monsters. Note that in a two-player game, each player receives 50% of the total experience acquired upon killing a monster. Both players receive 100% of the experience gained from quests, however.

***Next Level:*** This number represents the number of experience points your character needs to reach the next level of experience. Every time you gain a level, you gain more health, arcane energy points to spend on feats and, depending on the level, your ability scores.

***Health:*** Health or hit points (HP) is a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, he or she is dead. Hit Points are represented by the red bar on the upper left corner of the main game screen (see Main Game Screen).

Hit Points can be healed via potions, and will also regenerate slowly over time. A high Constitution allows you to regenerate hit points faster than normal.

***Magic Energy:*** Magic Energy is a measure of how much energy a character has to use active feats, spells, or special attacks. When a character has no Magic Energy, he or she will be unable to use any spells or feats that require it.

Magic Energy can be restored via potions, and will also regenerate slowly over time. A higher Intelligence allows your Magic Energy to be restored at a much faster rate.

***Armor:*** Armor represents a character's Armor Class (AC), a measure of how difficult it is to hit and damage a character in combat. The higher this score, the better.

***Base Attack:*** This is the bonus your character has to hit an opponent in combat. The higher, the better your chances of hitting your enemies and the more damage you will inflict if you do.

***Damage:*** This is the base attack damage your character does. Once again, the higher the better, much to your enemies' dismay.

# COMBAT

To attack a creature, you choose a weapon (or no weapon, if you're feeling brave—or are a monk!), then simply press the ⊗ button in the game. You will attack in whatever direction your character is facing.

Your character's skill with a given weapon type or style of combat will determine how he or she attacks. Each rank in the relevant weapon skill—Hand Weapon Focus, Great Weapon Focus, Long Weapon Focus, Two-Weapon Fighting, Unarmed Combat, and Accuracy—will increase the damage inflicted, to-hit chance and, for melee weapons, allow for automatic combination attacks (multiple sequential strikes where each attack inflicts more damage than the last) and special attack effects.

## *HAND WEAPONS*

Hand weapons are those that can be wielded in only one hand. One of their chief benefits is that they allow the use of a shield, which is helpful when defending yourself in combat.

### *One-Handed Blades*

Swords and daggers are relatively agile weapons and have a higher chance of critically striking an opponent (inflicting double damage) than other weapons. A character can earn up to a three-hit combination, with each additional attack in the sequence increasing the chance of a critical hit.

### *One-handed Axes*

Axes are brutal but effective weapons; while not as precise as swords and daggers, they can inflict more damage when they strike. A character can earn up to a three-hit combination; the second and third attacks in the sequence inflict extra damage in addition to the extra damage already inflicted by sequential attacks, while the third attack also inflicts extra critical hit damage.

### *One-handed Bludgeons*

Includes clubs, maces, morning stars. Bludgeons have a chance to stun enemies, briefly rendering them unable to attack or defend themselves. A character can earn up to a three-hit combination, with each additional attack in the sequence having an increased chance to stun the target.

## GREAT WEAPONS

Great weapons are so large and heavy that they must be wielded in two hands. Great weapons inflict much more damage than smaller hand weapons, but a character cannot use a shield with one.

### *Great Swords*

Like their smaller variants, two-handed great swords have a higher chance of critically striking an opponent than other weapons. A character can earn up to a three-hit combination, with each additional attack in the sequence increasing the chance of a critical hit. In addition, the second and third attacks can strike additional enemies around the character's primary target, though they suffer reduced damage from the blow.

### *Great Axes*

Like their smaller variants, two-handed great axes do not critically hit as often as swords, but inflict more damage when they do. A character can earn up to a three-hit combination; the second and third attacks in the sequence inflict extra damage in addition to the extra damage already inflicted by sequential attacks, while the third attack also inflicts extra critical hit damage. In addition, the final attack strikes all enemies in an arc before the character.

### *Great Bludgeons*

Like their smaller variants, two-handed great bludgeons (like warhammers) have a chance to stun opponents. A character can earn up to a three-hit combination, with each additional attack in the sequence having an increased chance of stunning the target. In addition, the final attack strikes all enemies in an arc before the character.

## LONG WEAPONS

Long weapons are primarily defensive in nature, having the ability to attack enemies from a distance and push them back. Like great weapons, long weapons require two hands to wield and prohibit the use of a shield.

### *Staves*

Along with polearms, staves have the best reach of any melee weapon; they can also stun enemies, like bludgeons. A character can earn up to a three-hit combination, with each additional attack in the sequence having an increased chance of stunning the target. In addition, the second and third strikes cause increasing levels of knock-back, pushing the enemy away from the character.

### *Polearms*

Along with staves, polearms (spears and halberds) have the best reach of any melee weapon; they also have a higher chance of inflicting critical hits, like one-handed blades. A character can earn up to a three-hit combination; the second and third attacks in the sequence inflict extra damage in addition to the extra damage already inflicted by sequential attacks. In addition, the second and third strikes cause increasing levels of knock-back, pushing the enemy away from the character.

### *Two-Weapon Fighting*

Two-weapon fighting is what it sounds like: the character holds a weapon in each hand and attacks with them almost simultaneously. A character can earn up to a three-attack combination, where each attack consists of two strikes; depending on whether the rmed attack. Skilled unarmed combatants begin with a two-attack combination and can earn up to six in total. Sequential attacks inflict additional damage as well as having an increasing chance to stun targets; the final sixth attack knocks enemies back.

### *Accuracy*

Accuracy affects all ranged weapons--bows, crossbows, and hurled weapons like throwing axes and daggers--by increasing both to-hit chance and damage inflicted. Ranged weapons don't have the same high damage potential as melee weapons, but allow you to attack targets from a distance.

***Bows***
Bows have a high rate of fire and inflict fair damage. Bows require some training to use and not all characters can equip them.

***Crossbows***
Crossbows don't fire as quickly as bows, but inflict more damage per shot. Any character can use a crossbow.

***Hurled Weapons***
Hurled weapons like throwing axes and daggers aren't as slow as crossbows but inflict less damage than other ranged weapons. However, strong characters inflict extra damage with hurled weapons as if they were making a melee attack.

Again, combination attacks occur automatically once your character can perform them. You do not need to perform a sequence of actions to make them happen; simply equipping the appropriate weapon and attacking will cause these attack combinations to occur. For a more detailed description of the weapon skills and earning combination attacks, see "Spells and Feats" below.

There are other combat effects your character should be aware of:

***KNOCKBACK***
Every time you hit an opponent he gets knocked back slightly; if you are doing a sequence attack, your character will move forward slightly to compensate.

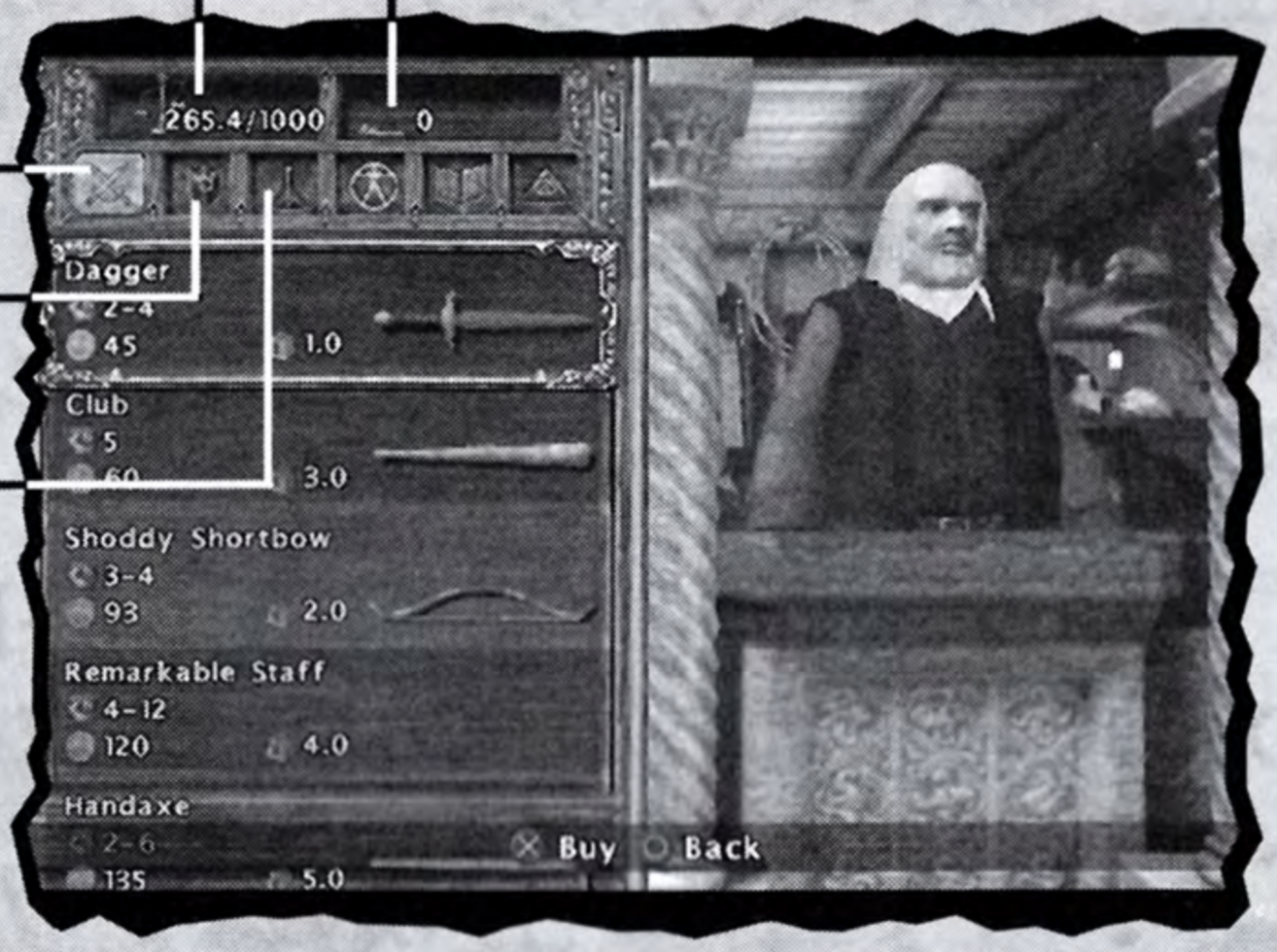
***BLOCKING***
You can only block permanently if you are two-weapon fighting, have a shield equipped or are an unarmed monk. While two-handed weapons may do more damage, sometimes it pays to have a decent one-handed weapon and a shield at the ready. A character wielding a ranged weapon cannot block.

# SPOILS OF COMBAT

When you defeat an opponent in combat, your character gains experience points (and occasionally some loot as well). When a character gains enough experience points, he or she gains a new level. When a character achieves a new level, he or she gains additional hit points, additional Magic Energy, and special points that may be spent on gaining feats, learning new spells, and even raising their statistics. When spending these points on new spells and feats, hold the L1 button to see the highlighted spell or feat's current status. See the spell and feat descriptions for more details.

Note that in a two-player game, each player receives 50% of the total experience acquired upon killing a monster. Both players get 100% of the experience gained from quests, however.

# SHOPKEEPERS




Over the course of the game, you'll encounter shopkeepers you can buy and sell items from. To open their shops, simply speak to them, and you'll be given a choice as to whether to buy or sell items, then you'll be taken to a sub-screen which resembles the character inventory screen.

***Carrying Capacity:*** This lists the percentage of the character's total carrying capacity that is currently being used. You cannot carry more than 100% of your carrying capacity. You must either drop or sell something first in order to make room for new items.

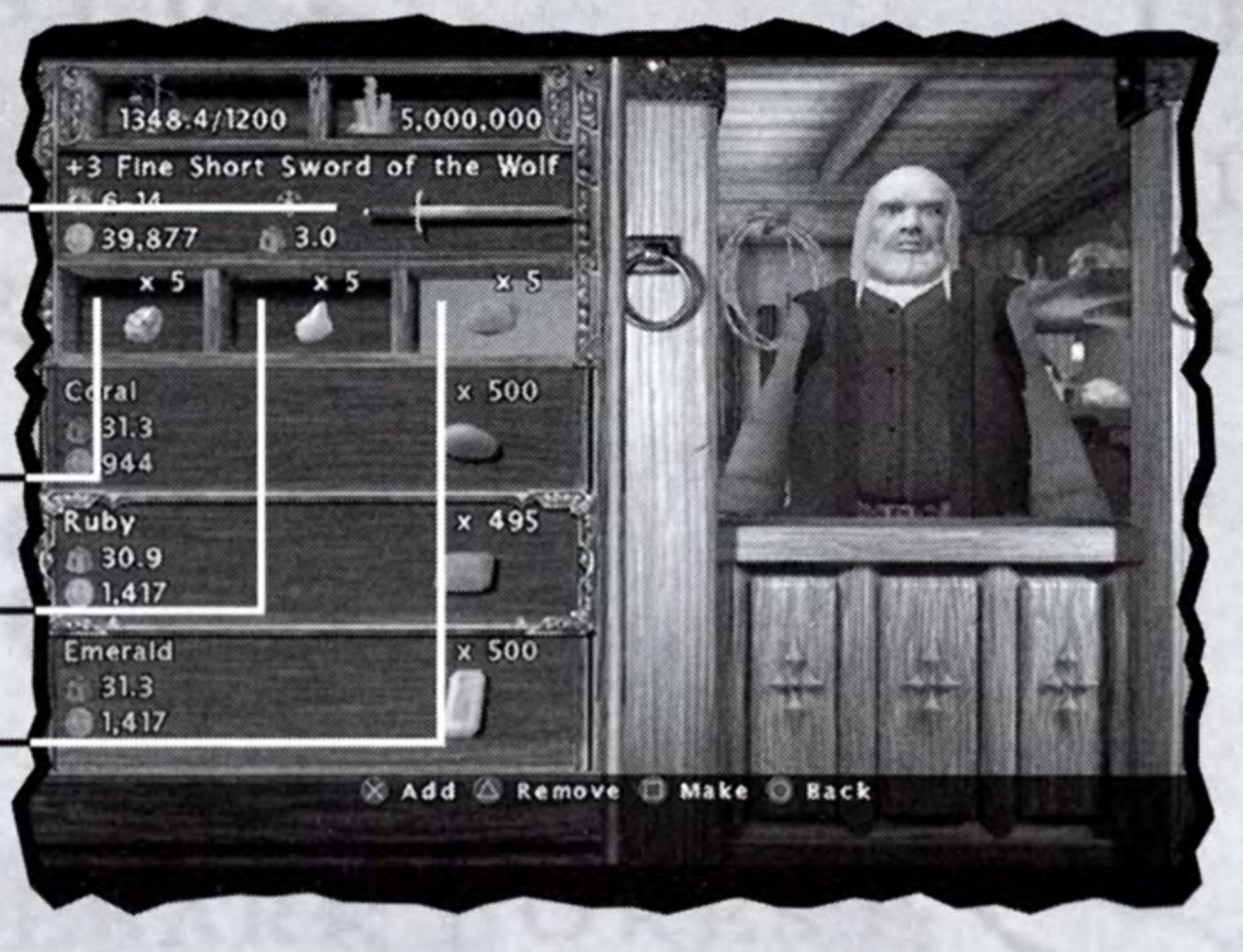
***Gold Piece Total:*** This is the total number of gold pieces your character has.

***Weapons Tab:*** When this tab is selected, it will show all the weapons the shopkeeper has for sale, or it will show all the weapons in your inventory, depending on whether you're buying or selling.

***Armor Tab:*** When this tab is selected, it shows all the armor the shopkeeper has for sale, or all the armor in your inventory, depending on whether you're buying or selling.

***Potions/Magic Items Tab:*** When selected, this tab lists potions and other magic items (such as amulets and rings) in the shopkeeper's store if you're the buyer, or the potions and magic items in your inventory if you're the one selling items.

# WORKSHOPS




Workshops allow you to create your own custom items; there are countless different items to be made, provided your character has the raw materials necessary.

Once in a workshop, you can either create an item or break down an item.

***Create an Item:*** In order to begin creating an item, you must have at least one masterwork item to use as a base (for example, a fine leather helmet) and one rune stone. Creating a new magic item is then a matter of adding additional rune stones and gems. At all times during the process the resulting item, its statistics (name, effects, etc.), and the cost of the procedure is displayed on the screen—it isn't a free service—updating as you make changes during the item creation process.

***1) Base Item:*** Choose a masterwork item to be used as the base for the creation of a new magic item. Masterwork items are items above normal quality—Fine, Remarkable, Superior, Grand, Imperial, or Flawless items—but without any existing magical effects, for example a fine longsword or grand amulet.

***2) Rune Stone:*** Choose to attach one or more rune stones to the base item, which will increase its overall effectiveness as well as determine how powerful it can eventually become: the more rune stones, the greater the potential power. This "potential power" is rated in terms of one to five plusses; for example, a +3 longsword is more powerful than a +1 longsword. An item cannot have any magical effect without a rune stone and its corresponding plus effect; for example, you can have a +1 remarkable ring of fire, but not simply a remarkable ring of fire.

If you have any gems, you can continue on to the next step. Otherwise, you can have the workshop create the current item or cancel the whole process.

***3) Gem Type One:*** Choose one type of gem (e.g. a jacinth or moonstone) to attach to the item, which will give it an effect (e.g. of wounding or keen). The potency of this effect is determined by the number of gems; however, no gem type's effect can be greater than that of the item's rune stones; for example, if an item is made with three rune stones and eight jacinths, it will only be as powerful as if it had three jacinths.

If you have any additional gem types, you can continue on to the next step. Otherwise, you can have the workshop create the current item or cancel the whole process.

***4) Gem Type Two:*** Choose another type of gem to attach to the item, which will give it a combined effect depending on what the first gem type was (e.g. of Conflagration or Necromancer's).

At this point you must have the workshop create the current item, or cancel the whole process.

***Break an Item Down:*** A player would break an item down in order to get whatever components were used in that item back. For instance, you might have made a magical shield with a jacinth, and then later find a sapphire. You could then have the magical shield broken down to get the jacinth back, and then have a new item created using both the jacinth and the sapphire. To break an item down, choose from a list of valid items in your inventory; the interface will display the resulting components from the pending breakdown, and the cost of the pending breakdown if you decide to go through with it. Note that when a magic item is broken down, all rune stones are lost!

## *WEAPON ATTRIBUTES*

Weapons in Dark Alliance II have several attributes:

***Name of the Item:*** This is the name of the item as it appears in your inventory.

***Damage***

This is how much damage in hit points (HP) the weapon does. It does not include any bonuses that come from your character's Strength (for melee weapons) or Dexterity (for ranged weapon) score or skills, so hand-to-hand weapons may do more damage than listed depending on who's using them.

***Value***

The gold piece value of the item.

***Weight***
The weight of the item.

## *ARMOR ATTRIBUTES*

Armor in Dark Alliance II has several attributes:

***Name of the Item:*** This is the name of the item as it appears in your inventory.

***Armor Class Bonus***
This is how many points of protection the piece of armor provides. The higher, the better.

***Value***
The gold piece value of the item.

***Weight***
The weight of the item.

## *COMPONENT ATTRIBUTES*

Components are gems or precious stones used in the creation of magic items. A component's only attributes are its value and weight.

## GENERAL ITEM ATTRIBUTES

Weapons, armor, amulets, and rings can have a number of attributes that relate to their quality or magical properties.

***Quality:*** an item's quality refers to how well made it is. Higher quality armor protects better, higher quality weapons inflict more damage, and higher quality rings and amulets are worth more. Note that many damage bonuses (such as those from Strength and the Power Attack feat) also scale up with higher quality weapons.

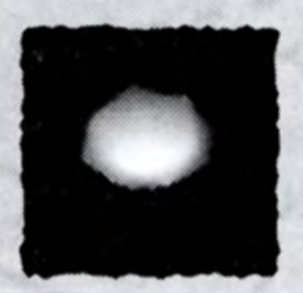
| Quality | Armor | Weapon | Amulet/Ring |
|---|---|---|---|
| Shoddy | -15% to AC | x0.5 damage | Increased Value |
| (Normal) | -- | -- | Increased Value |
| Fine | +15% to AC | x1.5 damage | Increased Value |
| Remarkable | +30% to AC | x2 damage | Increased Value |
| Superior | +45% to AC | x2.5 damage | Increased Value |
| Grand | +60% to AC | x3 damage | Increased Value |
| Imperial | +75% to AC | x3.5 damage | Increased Value |
| Flawless | +90% to AC | x4 damage | Increased Value |

***Magical Effects:*** an item's magical effects, such as "of Blood" (e.g. a Longsword of Blood), are the result of between one and three components—rune stones and gems—used in the creation of that item. The number of rune stones and gems then determines just how powerful a particular effect is. Various gems create various effects based upon what sort of item they are placed in (for example, a jacinth in a shield does something different from a jacinth in a ring) and what other gems are alongside them; you'll have to do some experimenting in a workshop to find the combinations you like best!

***Amethyst***
associated with sound and vibration.

***Aquamarine***
associated with water or cold.

***Coral***
associated with battle and conflict.



***Diamond***
Associated with purity or goodness.

***Emerald***
Associated with arcane magic and the unknown.

***Jacinth***
Associated with fire.

***Jade***
Associated with entropy or corruption.

***Jet***
Associated with protection or warding.

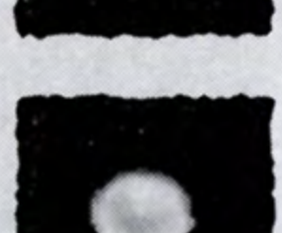
***Moonstone***
Associated with speed or reflexes.

***Pearl***
Associated with insight or precision.

***Ruby***
Associated with blood or vitality.

***Rune Stone***
Associated with quality and precision. All magical items begin with the use of a rune stone, as this will determine the object's maximum magical power.

***Sapphire***
Associated with raw power and destruction.



***Topaz***
Associated with wind, the sky, and lightning.

# SPELLS AND FEATS

Spells and feats are special abilities your character gains, such as a new attack types, additional health points, and so on, that help to customize your character as you go up in levels. Every time you gain a level of experience, you gain a number of points equal to your level that you can spend to gain a new spell or feat, or improve an existing spell or feat. At 1st level, you will get one point, at 2nd level, two points, and so on. Some spells and feats cost more points than others to gain or improve, so you may need to save your points from level to level to get some of the more expensive spells and feats earlier on.

Spells and feats work on a rank system, and many spells and feats have multiple ranks. The more points you place into a spell or feat, the more powerful that spell or feat becomes. Presented here is a list of spells and feats the characters may choose from over the course of the game. Each character has only a selection of the spells and feats listed below to choose from. No character has access to all the spells and feats in the game.

Keep in mind, active spells and feats usually require energy to use.

## *PASSIVE FEATS*

Passive Feats are always on and do not need to be activated.

***Accuracy:*** Improves the accuracy and damage of ranged attacks.

***Armor Proficiency:*** Allows the character to wear heavier types of armor. Rank one allows light armor (leather and studded leather), rank two allows medium armor (scale and chain mail) and shields, and rank three (the maximum) allows heavy armor (half and full plate). Allessia starts with three ranks, Borador with one, and Dorn with two.

***Clarity:*** Reduces the casting cost--the amount of Magic Energy required--of your spells.

***Combat Reflexes:*** Increases the speed of your attacks.

***Death Blow:*** Increases the damage inflicted by a critical hit.

***Deflect Missiles:*** Gives a chance to automatically block missile attacks.

***Diamond Body:*** Resist the effects of poison and acid.

***Dodge:*** You are harder to hit.

***Empower:*** Increases the damage inflicted by your spells.

***Enchant Item:*** Decreases the cost of creating and breaking down magic items.

***Endurance:*** Increases your carrying capacity.

***Evasion:*** Aids in damage reduction from certain magical attacks.

***Forge Lore:*** Decreases the cost of creating and breaking down magic weapons.

***Great Weapon Focus:*** Increases your ability to fight with two-handed great weapons.

***Great Fortitude:*** Increases your hit point regeneration rate.

***Hand Weapon Focus:*** Increases your ability to fight with one-handed weapons.

***Heart of the Wolf:*** Increases your running speed.

***Heart of the Bear:*** Increases your Hit Points.

***Hero's Arm:*** Allows you to wield great weapons in only one hand.

***Hero's Mantle:*** Resistance to physical damage.

***Improved Critical:*** Increases your chance of a critical hit with melee attacks.

***Iron Will:*** Increases your Magic Energy regeneration rate.

***Long Weapon Focus:*** Improves your ability to fight with staves, spears, and polearms.

***Shield Expertise:*** Gain an additional armor bonus and physical damage resistance from your shield.

***Toughness:*** Grants you extra Hit Points.

***Two-Weapon Fighting:*** Improves your ability to fight with two weapons at once.

***Unarmed Combat:*** Improves your ability to fight bare-handed. Note that magical effects on gauntlets come off as attack effects, e.g. +1 Leather Gloves of Frost add 1-6 cold damage to any character's unarmed attacks. Note that Vhaidra begins with one rank in this feat.

***Willpower:*** Grants you extra Magic Energy.

## SPELLS & ACTIVE FEATS

Spells and active feats need to be selected from the spell and feat menu and activated by pressing the ◎ button in order to take effect.

***Alchemical Lore***
Allows you to switch nearby potions on the ground from healing to rejuvenation and vice-versa.

***Animal Friendship***
Allows you to charm animals.

***Animate Dead***
Animate the spirits of the dead to aid you.

***Arterial Strike***
Wound enemies with a sneak attack, causing gradual Hit Point loss.

***Bale Arm***
Allows you to hurl two throwing weapons at the same time.

***Barbarian Rage***
Allows you to enter a state of barbaric rage. Note that Dorn begins with one rank in this ability, and cannot block while enraged.

***Barkskin***
Makes your skin as tough as bark.

***Bless***
Increases the combat abilities of you and any allies.

***Chill Touch***
Your touch instills a deathly chill.

***Claws of Darkness***
Attack with claws of deadly shadow that freeze and weaken your enemies.

***Cleave***
An attack that strikes all enemies in front of you.

***Contagion***
Curse your enemies with the plague.

***Crippling Blow***
Slow the enemy with a sneak attack.

***Crushing Blow***
An unarmed attack that adds damage to unarmed attacks.

***Cure Wounds***
Heals yourself and any allies. Note that Allessia begins with one rank in this spell.

***Dark Possession***
Control humanoids and lesser undead creatures.

***Divine Resilience***
Temporarily boosts your Intestinal Fortitude.

***Divine Strength***
Temporarily boosts your Strength. Note that Allessia begins with one rank in this spell.

***Dwarven Warsong***
Bellow to increase attack speed and HP regeneration.

***Enervation***
Death magic; attack with pure negative energy.

***Fear***
Cause enemies to flee in sheer terror.

***Flame Arrow***
Hurl bolts of flame.

***Flame Strike***
Holy fire called down on your enemies.

***Ghoul Touch***
Your touch paralyzes and corrupts enemies.

***Hail of Bolts***
Allows you to fire multiple bolts at once.

***Hail of Knives***
Allows you to throw multiple knives at once.

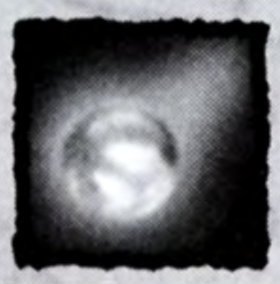
***Haste***
Increases attack speed of you and any allies.

***Hold***
Magically paralyze enemies.

***Life Drain***
Drain enemies' life to bolster your own. Note that Ysuran begins with one rank in this spell.

***Magic Missile***
Missiles of magical energy strike your enemy.

***Melf's Acid Arrow***
Summons a magic acidic arrow.



***Otiluke's Icy Sphere***
Summons a sphere of cold damaging and freezing your enemy.

***Piercing Strike***
An unarmed-only attack that reduces your enemies' Armor Class.

***Poison***
Inflicts additional poison damage.

***Power Attack***
Inflicts additional damage.

***Precise Shot***
You can make more accurate, damaging shots with a crossbow.

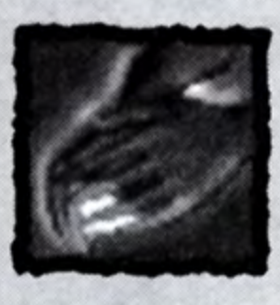
***Protective Ward***
Creates a protective aura around you.

***Purity***
Temporary poison and acid resistance. Additional ranks also grant immunity to various status effects: Rank 2: Immunity to Curse, Rank 3: Immunity to Sunder, Rank 4: Immunity to Enfeeblement, Rank 5: Immunity to Slow.

***Ransack***
Knock additional loot out of enemies! Note that Borador begins with one rank in this feat.

***Ray of Enfeeblement***
Weaken and slow enemies.

***Resist Elements***
Aids in elemental damage resistance.



***Repulsion***
Repulses and damages nearby enemies.

***Sanctuary***
Enemies will not attack you unless you attack them.

***Shadow Conjuration***
Summon a shadow to aid you.

***Shadowspray***
Ribbons of shadow damage and weaken enemies.

***Shield***
Create a magical shield for defense.

***Shield Bash***
A short dash forward that damages and stuns your enemy.

***Shield of Shadows***
Create a shield of shadow.

***Shocking Grasp***
Your touch electrifies enemies.

***Slow***
Slow your enemies down.

***Smokepowder Bolt***
Fire a burning crossbow bolt.

***Smokepowder Bomb***
Hurl an explosive bomb.

***Smokepowder Satchel***
Place and later detonate an explosive satchel charge.

***Spinning Strike***
A devastating staff-only attack that strikes all enemies around you.

***Spiritual Weapon***
Summons the avatar of Helm's sword, Ever Watchful.

***Sprint***
A quick burst of running speed. Note that both Dorn and Vhaidra begin with one rank in this feat.

***Smite Evil***
Inflicts additional damage and can disrupt undead.

***Stealth***
Allows you to avoid enemies and make sneak attacks.

***Stunning Blow***
An unarmed-only attack that damages and stuns your enemy.

***Sunder***
Reduces your enemies Armor Class.

***Sweep Attack***
An unarmed-only attack that strikes and knocks back all enemies before you.

***Turn Undead***
Repels and damages nearby undead.

***Vampiric Touch***
Your touch drains life and bolsters your own.

# HINTS & TIPS

Some hints and tips that may aid you at the beginning of your quest in Baldur's Gate:

1. **Take it slow.** If you are wounded early on or run out of Magic Energy quickly, simply wait around in an empty room and rest for a while until your Hit Points and energy are back up to full. It can save you from having to reload your game when an extra monster jumps out at you when you were least expecting it.

2. **Smash and break everything you can.** Often, barrels, crates, and vases contain items or gold that can help you on your quest.

3. **Be careful with any barrels you encounter.** Before attacking them, wait to see if the "Ignite" option appears when you go up next to them. If so, do not attack the barrel—at least with a melee weapon, or else it will explode, doing a great deal of damage to your character.

4. **Don't forget the camera.** You can move it around using the right analog stick, and it can allow you to see into corners or sections of the room that might otherwise be blocked to your line of sight. It can prevent you from missing barrels and chests that are hidden in the shadows.

5. **Save often.** When you see a new save point, use it. It can save you a lot of frustration later on in the game.

6. **Recall.** Using your recall potions can save you a lot of running back and forth between town and the dungeons. When you use a recall potion to take you from a dungeon to wherever your "safe point" is, just be sure not to leave the safe point so you can recall back to your original spot in the dungeon.

# CREDITS

## PRODUCTION

*Executive Producer*
Scot Lane

*Producer*
Kevin Osburn

*Line Producer*
Albert Perez

*Special thanks*
*Feargus Urquhart and*
*Darren Monahan.*

*Operations Manager*
Chris Benson

## ART

*Lead Artist*
Jonathan Hales

*Artists*
Aaron Brown
Abdul Brown
Eric Campanella
Trent Campbell
Carlos Cheek
John Dickenson
Hector Espinoza
Mustazar Essa
James Hawkins
Jung Lee
Chris Marleau
Brian Menze
Vera Milosavich
Dennis Presnell

*Additional Art*
*Cyberlore Studios, Inc.*
*Reflexive Entertainment, Inc.*

## DESIGN

*Lead Designer*
Dave Maldonado

*Designers*
Terry Spier
Jason Suinn
Scott Everts

*In-Game Cinematics*
Terry Spier

*Additional Design*
Jeff Jirsa

## PROGRAMMING

*Lead Programmer*
Bernie 'The Boot" Weir

*Programmers*
Danien Chee
Kurt Dekker
Chad Freeman
Frank Kowalkowski

*Additional Programming*
Dave Boulanger
Jay Fong
Shaun McCabe

## MARKETING

*Associate Product Manager*
Paige Slaughter

*Manual Design/Layout*
Tim Baker

*Traffic Manager*
Kathryne Wahl

## PUBLIC RELATIONS

*Public Relations Manager*
Jessica Urquhart

## LOCALIZATION

*International Services Manager*
Rafael Lopez

*German Editor/Translator*
Olaf Becker

*French Editor/Translator*
Emilie Castellano

*Spanish Editor/Translator*
Rafael Lopez

## QUALITY ASSURANCE

*Product Manager*
John Kirkland

*Associate Product Manager*
Ed Hyland

*Analysts*
Tommy Adams
John Bell
Kevin Bellardi
Stanley Cheng
Matt Drinkward
Pam Ferdinand
Savina Greene
Kristen Hewes
Joe Raniel Isip
Daniel Kannard
Ernie Kwok
Erick Lujan
Dan Mendez
Andre Phan
Steven Rocha
Chuck Salzman
Matt Sarinas
Gary Tesdall
Josh Thomas
Devin Vink
Tex Yang

*QA Manager*
Doug Finch

*QA Console Manager*
Amy Presnell

*QA Operations Manager*
Shanna Takayama

*Technical Resource Specialist*
Derek Gibbs
Josh Walters

## AUDIO

*Audio Director and Cinematics Mixer*
Gene Semel

*Sound Design and Audio Mastering*
Robert Burns
Scott Tang

*Dialogue Supervisor and VO Casting*
Fred Hatch

*VO Recorded At:*
Monkeyland Audio
(Glendale, CA)
www.monkeylandaudio.com

*Dialogue Supervisor and VO Casting*
Mike Fox
Trevor Sperry

*Dialogue Editorial*
Scott Purvis

*Sound Librarian*
Pat Ryan

*Additional Sound Design*
Brian Fredrickson

*Music by*
Craig Stuart Garfinkle
Jeremy Soule
(www.jeremysoule.com)

Additional Music by
Midnight Syndicate
(www.midnightsyndicate.com)

*VO Talent*
Adam Lawson
Alan Oppenhiemer
Alan Shearman
Ara Celi
Bill Ratner
Corry Burton
David Kaye
Frank Welker
Fred Tatasciore
Greg Burson
Grey Delisle
Gwendalyn Yeo
Lisa Kaplan
Mari Devon
Mitch Lewis
Neil Kaplan
Roberta Farkas
Sandra Teres
Scott Bullock
Wayne Grace
Jim Cummings
Cree Summers
Jeff Bennett

## VIDEO

*Video Manager*
Dave Cravens

*Media Operations Technician*
Ron Austin

## EXECUTIVE MANAGEMENT

*CEO*
Herve Caen

*PRESIDENT*
Phil Adam

*VP OF PRODUCTION*
Jim Molitor

*DIRECTOR OF TECHNOLOGY*
David R Sullivan

*DIRECTOR OF MEDIA SERVICES*
Dan Williams

## VIVENDI UNIVERSAL GAMES

*MARKETING*
Anthony Crouts
Rozita Tolouey

## SPECIAL THANKS TO:

Amenkhet
Lauren Azeltine
Randy Culley
Gary Dawson
Bucky Dover
Hunter Grant
Josh Sawyer
Jeff Jumper
Dylan Lindeen
Jeff McAteer
Phil O'Neil
Chris Regalado
Rodney Relosa
Pamela Thomas
Trance
Stephen Wickes

**INTERPLAY WEBSITE INFORMATION**
Interplay Entertainment Corp. Technical Support
16815 Von Karman Avenue, Irvine, CA 92606

**HOW TO REACH US ONLINE**
Interplay: http://www.interplay.com
Support: http://www.interplay.com/support
FTP: http://www.interplay.com/interact/downloads.asp
Forums: http://forums.interplay.com
Hints: http://hints.interplay.com
Black Isle Studios http://www.blackisle.com
Customer Support 949.553.6655

**Interplay Limited 90-Day Warranty**
Interplay warrants to the original purchaser of this Interplay Entertainment Corp. product that the game disc will be free from defects in material and workmanship for 90 days from the date of purchase. If the game disc is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the disc containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantablilty and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages. This warranty is only valid in the United States or Canada. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary from state to state.

**Limited Warranty**
If the Game Disc should fail after the original 90-day warranty period has expired, you may wish to contact Technical Support first at http://www.interplay.com/support/cscontact.asp. If your Game Disc is defective and a replacement is necessary, you may return the Game Disc to Interplay at the address noted below with a check or money order (payable to GamesOnline) for Fifteen Dollars (US $15) if shipping to the United States and Twenty Dollars (US $20) if shipping to Canada. To receive a replacement, you need to enclose the original defective disc only (not the box) accompanied by: (1) a check or money order, (2) a brief statement describing the defect, and (3) your return address. Please send the above to: Interplay Entertainment Corp., Attn: Customer Service Replacements, 16815 Von Karman Avenue, Irvine, CA 92606. Replacements usually take between 3 and 6 weeks. Ordering replacement copies of Game Discs or Manuals is also available for a number of our games. Please visit www.interplay.com/support/replace.asp for complete details or email orderdesk@interplay.com if you have any further questions.

Licensed by:

Hasbro Properties Group

Interplay Entertainment Corporation • 16815 Von Karman Avenue, Irvine, CA 92606.

Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms Logo, Dungeons & Dragons, the Dungeons & Dragons logo, and Wizards of the Coast and its logo are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries, and are used with permission. © 2004 Wizards. HASBRO and its logo are trademarks of Hasbro and are used with permission. Software © 2004 Interplay Entertainment Corp. and used with permission under license from Atari Interactive, Inc. All rights reserved. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. The Vivendi Universal Games logo is a trademark of Vivendi Universal Games, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.

7202110